

A FAN PROJECT FOR FANS

[illegible]

First things First, Name... this is where you write your Characters name, and beneath it is where you fill in the name of the Campaign he or she is involved in if that applies...

NAME	JAMES "KILLROY" CRAIG
CAMPAIGN	LAS VEGAS SHUFFLE

Just below that is the list of Roles available in the game. First you pick the primary Role, and you fill the box to the left of that role in entirely. Any secondary roles picked or earned later you fill in half way.

ROLES

Primary

Secondary

☐ Animal Empath

☐ Arcanist

☐ Artiste

☐ Athlete

☐ Corporate

☒ Cop

☐ Educator

☐ Fixer

☐ Grifter

☐ Infiltrator

☐ Instigator

☒ Investigator

☐ Magus

☐ Media

☐ Med Tech

☐ Mundie

☒ Netrunner

☐ Nomad

☐ Psion

☐ Runner

☐ Savage

☐ Scout

☐ Shadow

☒ Solo

☐ Techie

☐ Vamp

☐

☐

Remember, your Primary Role must remain one point higher than all Secondary Roles. Descriptions of these Roles can be found on pages 4 and 5.

Next we move to Stats. The descriptions for each Stat are on page 2 and 3 of Interlock Unlimited, and the methods used to determine Stats are on page 3.

STATS	INT [8/]	REF [7/]	TECH [5/]
REPUTATION	COOL [5/]	ATTR [7/]	LUCK [8/]
	MA [7/]	BOD [10/]	EMP [8/]
	Run [21/63]	Leap [5/5/2]	Lift [100/]
			\$400

The last 3, Run, Leap And Lift, are derived stats, and rules for determining them are found on pages 2 and 3.

With Stats out of the way, we move to page 2 of the Basic Character Sheet Bundle, Lifepath and Personal Touches. This sheet is basically a record of your characters personality traits and past. If you are creating your character skip to page 18 of Interlock Unlimited.

LIFE PATH AND PERSONAL TOUCHES			
STYLE		LIFE PATH	
DOB:		Year	
Height			
Weight			
Eye Color			
Hair			
Clothes			
Affections			
Strictly			
Language			
Family Background			
Father			
Mother			
SIBLINGS			
Name	Age	M/F	Name
Age	M/F		Age
M/F		Age	M/F
MOTIVATIONS			
Traits			
Valued Person			
Value Most			
Feel About People			
Valued Possession			
ROMANTIC ENTANGLEMENT		Physical or Mental Conditions	
Spouse			
Lovers			
Name	Age	M/F	Name
Age	M/F		Age
M/F		Age	M/F
Notes		Notes	

We begin at the top left, under Style, here you fill in your characters Date of Birth, Height, Weight, and Eye Color. Hair should be recorded as both style and color. Clothing is merely the style of clothing which your character finds most comfortable, and Affectations are small things, trinkets, accessories, or small things about your characters body, either modifications or traits, that would make you unique and identifiable, such as scars, tattoos, or birthmarks. If you are at a loss for ideas, a random chart for Hair, Clothes and Affectations can be found on page 18.

D.O.B.	August 3 1972
Height	5' 11"
Weight	185 lbs
Eye Color	Blue
Hair	Brown, Long and Wavy
Clothes	Jeans and T-shirts
Affectations	Bullet Tattoo on Right Bicep
Ethnicity	American Caucasian
Language	English

Ethnicity allows you to notate your characters Race, and Language represents your Characters Native Tongue. On your skills page you get this Language at a 7 for free, it does not count against your starting skills total. A complete list of languages for current day earth bound characters in a non fantasy setting is found on page 15 of Interlock Unlimited.

Just below Style is the section: Family Background

Family Background					
Father was an Air Force Colonel, mother was a real estate agent, spent childhood without long term friends due to always having to move from lease to lease, but otherwise happy.					
Father		John Craig			
Mother		Sharon Lamb Craig			
SIBLINGS					
Name	Age	M/F	Name	Age	M/F
David	20	M			
Steven	22	M			

The first section is for writing down the results from rolling on the Family Background tables on page 18. I find it is best to roll on all of the charts for Family Background, then summarize the results in a coherent and clean manner. Father and Mother is just a place to note your parents names, and the rules for siblings, their age relations to you and their sex, can be found on page 19.

Below Family Backgrounds is a section called Motivations.

MOTIVATIONS	
Traits	Intellectual, Detached
Valued Person	Self
Value Most	Knowledge
Feel About People	Neutral
Valued Possession	Leather Jacket

This section helps you put a little detail into what kind of personality your character has, what makes him or her "tick" as it were. A card to help with each of these is found on page 19, though you are free to choose for yourself as well.

Lastly, at the bottom left of the page there is an area to notate any spouses or lovers the character may have or have had... lovers may in fact come up in lifepath, or they may be introduced during play. But either way it's good to keep them straight, they get angry if you confuse them with each other or forget about them.

ROMANTIC ENTANGLEMENT					
Spouse					
Lovers					
Name	Age	M/F	Name	Age	M/F
Kaylee Staite	17	F	Zoe Torres	21	F
River Glan	17	F			
Inara Baccarin	22	F			

With the left side out of the way, we take a look at the right side, and this brings us to Lifepath. Lifepath is your characters past.

LIFEPATH	
Year	
16	Left home, quit school, got work in a factory and saved up a small windfall of cash (\$500)
17	Fell in with a bad crowd, was arrested for assault after a fight with another gang, spent 4 months in jail.
18	Enrolled in Police Academy

Most games Lifepath starts at age 16, though some GM's might choose to start it younger, particularly if the characters are starting at an age below 16. The Life Events Charts begin on page 20 of Interlock Unlimited.

As with Family Background, these events can become quite detailed, it is advised that for each year you complete rolling first, then write down a summary of that years events to save time and space and to remain as coherent as possible.

At the very bottom of the life path section of the character sheet there is a place for Mental and Physical Conditions.

Physical or Mental Conditions	Afraid of Heights, walks with a limp after taking knee damage from fall.
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This is merely a place if you wish to list any problems that may arise during character creation or gameplay.

Following that is the last section on Page 2 of the Character Sheet, it is simply a place to keep notes.

Notes	
Dean Colic owes me a favor for bailing him out of that situation with the Elks Lodge.	
Don't trust the blonde in the alderdeen suit.	

Now with our characters history out of the way, we work on the characters present, so we head back to Page 1 of the Character Sheets, and start working on skills.

We will begin with Special Abilities. The number of points given to a starting character's to use for Special Abilities is up to the GM, I recommend 5 however, as it creates a nice beginning level cap for characters so they don't start off breaking the GM's game.

SKILLS

SPECIAL ABILITY	Earned IP	Skill Level
Adept		
Allure		
Animal Bond		
Authority	12	2
Chameleon		
Charismatic Leadership		
Combat Sense	3	1
Conform		
Credibility		
Deduction	2	1
Family		
Grift		
Interface	6	1
Masterniece		

As you can see the first column is the name of the Skill. A complete list of Skills (including Special Abilities) and their descriptions begins on page 8.

The second column is Earned IP... this is where you write down IP earned towards each skill, remember when you have an IP amount of x10 the current Skill Level, you can raise the Skill Level by a point.

The third column is Skill Level, it represents the characters current level of ability using that skill. Because these are special abilities, this is the last column, as Special Abilities do not add to any stat directly, nor are they typically rolled themselves. Instead Special Abilities add to other skills, as listed in the Special Ability's description.

After Special Abilities come all the normal Skills, each under a subgroup determined by the Stat they are added to. Let's take a look at Cool Skills

COOL	Earned IP	Skill Level	+Stat
Interrogation	32	5	10
Intimidate	16	4	9
Leadership			
Oratory			
Resist Torture/Drugs	12		
Skydiving			
Streetwise	18	3	8

The first thing you will notice is an additional column on normal skills. The +Stat column is your Skill Level, plus your Stat added together, this makes for easy math later, as you are reducing the amount of numbers you will have to add together later during actual gameplay... in fact this and the die roll will typically be the only numbers the player has to add together, barring any GM modifiers.

Actually, that's not quite right. As was said earlier, Special Abilities add themselves to pre-determined skills. In this case, the character is a Cop, with the Special Ability: Authority, which adds to both Interrogate and Intimidate. So we can also add our level of Authority Special Ability directly to the Interrogate and Intimidate +Stat number. We will also want to make a little * next to any skills that a special ability our character has adds too, so we know where the bonud comes from. So with this adjustment the skills end up looking like this:

COOL	Earned IP	Skill Level	+Stat
Interrogation *	32	5	12
Intimidate *	16	4	11
Leadership			
Oratory			
Resist Torture/Drugs	12		
Skydiving			
Streetwise	18	3	8

Sometimes a Special Ability will be situational in the skills it adds to, or two Special Abilities may have some overlap in which skills they add too, in these cases consult the GM to find out which applies where.

The number of skill points a character starts off with is determined by the rules on page 6 of Interlock Unlimited. The 7 points given to the characters native language, and any skill points received during Lifepath, are not counted against the number of points determined by those rules.

IP stands for improvement points, and is earned during play, either directly to skills, or to a pool called General IP, which is kept in a tally box at the bottom right corner of Page 1 of the Character Sheets.

GENERAL IP

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Again, it takes the current Skill Level x10 in IP to raise a skill 1 point.

I told you we would come back to Character Points

CHARACTER POINTS

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Now that all the Special Ability and Skill points have been assigned (including the free +7 to the characters Native Language and any points gained during Lifepath), add them all up and write them down here. Character points are the total of your characters skill points and is a fairly accurate measure of a characters prowess... their "Character Level" if you will, or at least the closest approximation you will find. This allows GM's who wish to bring new characters into the gae later on, when everyone has gotten more experienced, a way to do so without having that new character be either completely outclassed or out classing the rest of the group.

PAGE 3 Gear And Equipment

[illegible]

This page is for keeping track of your characters immediate gear and supplies

The first section is for what the character has on his person at all times, including clothes and accessories.

Worn			
Item	Location	Item	Location
Jeans	legs	Combat Boots	Feet
T-Shirt	Torso	Sunglasses	Eyes
Baseball Cap	head	Zippo Lighter	Belt
Belt	Waist	Wristwatch	left Wrist

The second section is for small bags, purses or other things the character often carries on him or her.

Carried in Purse/Satchel/ Briefcase	Type Of Bag	SP
	Fanny Pack	
Item	Item	
Notepad	Pens and Pencils	
Cell Phone	2 Extra Handgun Mags	
Cigarettes	Silencer	

The third section is for items the character stores in a larger pack, like a camping back pack, or bug out bag... this is typically more specialized equipment the character likes to have ready to go, but doesn't typically carry everywhere with them...

Carried in Large Pack	Type of Bag Duffel Bag	SP
Item 1 Gallon canteen	Item Road Maps	
Weeks worth of MRE's	Extra Clothes (3 outfits)	
Toiletries	Cooking Set	
First Aid Kit	50 Feet Rope	

And finally there is Armor

Armor

Ballistic Vest SP: 14

Motorcycle Helmet SP: 12

On the right side of the page we have areas to detail living space

Residence

Location	Type	Size	Monthly Cost
Lower East Side	Apartment	Small	250
Notes			
<p>Crappy, Furnished with used furniture and appliances</p> <p>High crime area,</p>			

And below that a place to detail your current vehicle.

Vehicle	Dodge	Make	86 Charger	Model
Top Speed:	110 mph	Acc/Dec	15/20	
Crew:	1	Range:	320	
Passengers:	3	Cargo:	180kg	
Maneuver:	0	SDP:	45	
SP:	5	Type:	car	
Mass:	650kg	Cost:	2k used	

Notes

Used compact sports car, spare tire, .44 Mag in glove box

Then we have another space reserved for notes, quite a large one in fact. You can use this space to detail Cybernetics, Rare or special gear, etc...

NOTES

Cyberoptic, left eye, 4 options, Thermograph, Low Lite, Anti-Dazzle, Image Enhancement - 41-1.5 points

Rope in pack is a bit old, should probably replace it

Books in trunk of car appear to be made of Human Skin

And finally, at the very bottom right of the Gear and Equipment Page, we have a place for Assets and Money Carried

Assets:	16,450	Money Carried:	865
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Assets are your characters total wealth, while money carried is any cash the character has on him.

A characters starting cash is figured on page 23 of Interlock Unlimited.

Ok folks, this is the one people have trouble with, so pay attention.

COMBAT PAGE														
Throw Distance	STR Damage Bonus	BTM	Points Healed Per Day	Death Save (BOD)	Stun Save (Cool)									
80 yds	+3	-4	.5	10	5									
Hand to Hand Combat														
Maneuver	Strike/Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram	
MA Bonus	2	3	-	1	-	-	-	-	-	-	-	-	-	1
Applicable Style And Level	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Total To Hit	12	13	10	11	10	10	10	10	10	10	10	10	10	11
Damage +	wpn + 4/2	MA/2 + 4	1d6 + 4						1d6 + 4	1d6 + 4	1d6 + 4	1d6 + 4	1d6 + 4	2d6 + 2
Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)														

Across the top of the page there are some helpful boxes that are derived mostly from your BOD Stat.

Throw Distance	80 yds	STR Damage Bonus	+3	BTM	-4
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Throw Distance, STR Damage Bonus, and BTM, are all derived from your BOD stat, the table for this is on page 4 of Interlock Unlimited.

Points Healed Per Day	.5	Death Save (BOD)	10	Stun Save (Cool)	5
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Unless you have some sort of modifier (usually brought on by Cybernetics, super powers, magic, psionics, or drugs), your Points Healed Per Day will always be .5 (per wound, doubled with bedrest). Death Save is equal to your BOD Stat, Stun Save is equal to your Cool Stat.

Next we move down to Hand to Hand Combat..

Hand to Hand Combat														
Maneuver	Strike/Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram	
MA Bonus	2	3	-	1	-	-	-	-	-	-	-	-	-	1
Applicable Style And Level	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Total To Hit	12	13	10	11	10	10	10	10	10	10	10	10	10	11
Damage +	wpn + 4/2	MA/2 + 4	1d6 + 4						1d6 + 4	1d6 + 4	1d6 + 4	1d6 + 4	1d6 + 4	2d6 + 2
Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)														

The first row is where you record any bonuses you receive from a Martial Art. If you have bonuses from more than one martial art, record them separately.

The second row is where you list the Style and level of Martial Art (or Brawl/Melee) your character uses. We have chosen Martial Art Style 1 (Offensive) from Interlock Unlimited page 16.

The Third Row here is where you record the total of your Applicable Martial Art Level, and the bonus it provides.

This moves us to the 4th row, damage...

Damage +	wpn + 4/2	MA/2 + 4	1d6 + 4
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The first three boxes of this row are for Strike/Cast, Punch, and Kick. Strike Cast deals with Hand to Hand weapons, both melee (Strike) and thrown (Cast)... so the damage is the weapon + Str bonus + half Martial Art level. For thrown (cast) weapons you only add half the STR bonus to the half Martial Art Level and weapon. Unless otherwise modified, punch is 1D6/2 + half the Martial Art Level + Str Bonus. Kick uses the same formula, but is a full 1d6. Detailed descriptions of these attacks and how to determine their damage is found on pages 43 and 44 of Interlock Unlimited.

1d6 + 4	1d6 + 4	1d6 + 3	2d6 + 2
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Also on this row are damages for Throw, Hold, Choke, and Ram. Rules for figuring these damages are found on page 45 of Interlock Unlimited.

And now we move down to Weapons... This is where we list our character various weapons. Stats for the weapon will either be found on a book (page 24-27 of Interlock Unlimited, Pages 60-66 of Cyberpunk 2020, and BlackHands Weapon Catalogue from R. Talsorian Games and check out Datafortress 2020)

WEAPONS											
Location	Name	Type	WA	Conc.	Avail.	Damage	#Shots	ROF	Reliability	Reloads Carried	
L. Shoulder	Colt M11	P	D	J	C	2d6 + 2 (15 AD)	7	1	VR	2	

Location is where on the characters body the weapon is kept.

Name is the name of the weapon.

Type is the weapon type, (see page 24 of Interlock Unlimited).

WA is Weapon Accuracy.

Conc. Is Concealability.

Avail. Is Availability.

Damage is the weapons Damage.

#Shots is the number of Shots the weapon holds.

ROF is the weapons ROF, or how many times it will fire from a single trigger pull.

Reliability is how prone to breakage or jamming the weapon is.

Reloads carried is a measure of how many full reloads you carry for your weapon, this typically means either Magazines, Clips, or Speedloaders.

Now we move on to the bit that confuses most people, RT and Combat Actions.

INITIATIVE + COMBAT + Other Initiative = Reaction SENSE Modifiers Total (RT)			
7	1		8

To determine RT, we first take the Initiative Skill level and add it to our Combat Sense Special Ability level (if the character has either of these skills). Also add in any extraneous modifiers typically only granted by Cybernetics, Magic, Psionics, or Meta Powers. Record the total under Reaction Total...

Remember, your REF Stat does not add into this.

Below that you have your Combat Skills and Combat Actions tables.

COMBAT SKILLS				COMBAT ACTIONS			
Combat Skill	Skill Level	Mods	+ REF	Skill + RT	Quick CA (÷5)	Normal CA (÷10)	Full CA (÷15)
Handgun	2		9	10	2	1	1
Rifle	7		14	15	3	1	1
Heavy Weapons							
Archery	1		8	9	1	1	1
Brawl/Mel/M. Art 1	3		10	11	2	1	1
M. Art 2							

The Combat Skills Table is just a handy reference to a characters most typical Combat Skills, and just acts as a place to reprint those skills and modifiers from the First Page, with an additional combat for any miscellaneous modifiers that might apply via Cyber, magic or other...

The Combat Actions table is how you determine how many actions your character gets in a given round by skill.

The first column is the relevant Skill plus your RT bonus from above. This gives you your Combat Action Total. The next column is quick actions, to determine quick actions you divide the number from the first column by 5. Following is Normal Actions, which divides the number from the first column by 10. And lastly there is Full actions which divide the number from the first column by 15.

As you can see the character in question has a Handgun Skill of 2 and an RT of 8 owing to a high Initiative Skill. This gives him either 2 Quick Actions, 1 Normal, or 1 Full.

However the character has a much higher Rifle Skill, which added to his RT gives him a whopping 15 Combat Action Total. This means he gets 3 Quick Actions, a Normal, or a Full. However, because he has 3 quick actions, he can actually take a full AND a Quick. If he gets that number up to 20 he would be able to take 4 Quicks, 2 Normals, a Normal and 2 Quicks, or even a Full and a Quick Action... yowza.

A full detailed explanation of this is found on page 31 of Interlock Unlimited.

Below that we have boxes for Initiative Total and Awareness: Tactical Totals.

Initiative Total	15	Awareness: Tactical Total	12
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Initiative Total is your Initiative Skill + REF Stat + Combat Sense.

Awareness: Tactical Total is your Awareness: Tactical Skill + INT Stat + Combat Sense.

Underneath that is where you keep track of wounds.

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Rules for this are found on page 58 of Interlock Unlimited.

And lastly to the right we have our location charts...

BASIC LOCATION CHART 1D10						
Loc. D10	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
1	1	2-4	5	6	7-8	9-0
EXPANDED LOCATION TABLE 1D6						
1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
WOUNDS						
SP/SDP	14					
2	R/L Cheek/B. of Skull	Chest/U. Back	Upper Arm	Upper Arm	Thigh	Thigh
WOUNDS						
SP/SDP		12				
3	R/L Eye/R/L Ear	Sternum/Spine	Elbow	Elbow	Knee	Knee
WOUNDS						
SP/SDP		12				
4	Nose/B. Of Skull	Ribs	Forearm	Forearm	Calf/Shin	Calf/Shin
WOUNDS						
SP/SDP		12				
5	Mouth/B. Skull	Stomach/L. Back	Wrist	Wrist	Ankle	Ankle
WOUNDS						
SP/SDP		12				
6	Neck	Groin/Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						

The Basic Location Chart is just that, rules for its use are found on page 32 of Interlock Unlimited, which also explains how to use the Expanded Location Table for determining hits and wounds. However, this table serves another purpose.

You will notice each individual location is broken up into three boxes. The first box allows you to keep track of individual wounds received (where as the wound chart detailed above allows you to chart damage totaled from your wounds.) Since wounds heal individually, this is important. The second box, is for SP, this is where you keep track of any armor covering that specific location.

To determine what locations armor might cover use common sense. A standard military helmet is not going to cover the face (eyes, nose, mouth) or neck. A vest typically is only going to cover the torso, and even then it will often leave the groin exposed. If in doubt, ask the GM. (GM's, a quick tip for you is to provide illustrations, be they drawings or photographs, of armor, so everyone involved has a clear idea of what something covers.)

The last box is for SDP, this is in case the limb is cybernetic, or otherwise has a Structural Damage Point Rating, perhaps due to wearable electronics, or some other reason...

Lastly, back on the 1st page there are boxes for Reputation and Humanity.

STATS	INITIALS	REF
REPUTATION	COOL [5 / 1] AT	
	MA [7 / 1] BO	
	RUN [21/63] Le	
HUMANITY		

Reputation rules can be found on page 69 of Interlock Unlimited.

Humanity Rules are found on page 3 and 67 of Interlock Unlimited.

NAME

CAMPAIGN

ROLES

☐ Primary☒ Secondary

☐ Animal Empath ☐ Arcanist ☐ Artiste ☐ Athlete
☐ Corporate ☐ Cop ☐ Educator ☐ Fixer
☐ Gifter ☐ Infiltrator ☐ Instigator
☐ Investigator ☐ Magus ☐ Media ☐ Med Tech
☐ Mundie ☐ Netrunner ☐ Nomad ☐ Psion
☐ Runner ☐ Savage ☐ Scout ☐ Shadow ☐ Solo
☐ Techie ☐ Vamp ☐ ☐ ☐

CHARACTER POINTS

STATS

INT [/] REF [/] TECH [/]
COOL [/] ATTR [/] LUCK [/]
MA [/] BOD [/] EMP [/]
Run [/] Leap [/ /] Lift [/]

REPUTATION

HUMANITY

SKILLS

SPECIAL ABILITY

Earned Skill
IP Level

Adept		
Allure		
Animal Bond		
Authority		
Chameleon		
Charismatic Leadership		
Combat Sense		
Conform		
Credibility		
Deduction		
Family		
Grift		
Interface		
Masterpiece		
Medical Tech		
Meta		
Mold		
Prowess		
Psi		
Rampage		
Resources		
Sneak		
Streetdeal		
Track		
Vehicle Zen		
Welding		
Wisdom		

ATTR

Earned Skill
IP Level +Stat

Wardrobe & Style			
Personal Grooming			

BODY

Earned Skill
IP Level +Stat

Endurance			
Fitness/Body Building			
Rowing			
Strength Feat			
Swimming			

COOL

Earned Skill
IP Level +Stat

Interrogation			
Intimidate			
Leadership			
Oratory			
Resist Torture/Drugs			
Skydiving			
Streetwise			

EMP

Earned Skill
IP Level +Stat

Animal Handling			
Design			
Human Perception			
Hypnotism/Brainwashing			
Interview			
Lip Reading			
Massage			
Networking			
Parenting			
Perform			
Persuasion/Fast Talk			
Seduction			
Sing			
Social			
Storytelling			

INT

Earned Skill
IP Level +Stat

Accounting			
Appraise			
Awareness/Notice			
Awareness: Tactical			
Awareness: Track			
Bureaucracy			
Business Sense			
Chemistry			
Composition			
Diagnose Illness			
Education/Gen. Know			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Gamble			

INTERLOCK UNLIMITED

Character Portrait

Gardening/Farming			
Language-			
Language-			
Language-			
Language-			
Language-			
Library Search			
Navigation			
Programming			
S.C.U.B.A			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			

REF

Earned Skill
IP Level +Stat

Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Martial Art-			
Martial Art-			
Martial Art-			
Operate-			
Operate-			
Operate-			
Operate-			
Operate-			
Operate-			
Skating/Skateboarding			
Stealth /Evasion			
Weapon- Archery			
Weapon- Handgun			
Weapon- Hvy. Wpns			
Weapon- Rifle			
Zero-G Maneuver			

TECH

Earned Skill
IP Level +Stat

Calligraphy			
Cooking			
Cryptank Operation			
Demolitions			
Disguise			
Electronic Security			
Forgery			
Glass blowing			
Jeweler			
Jury Rig			
Med- First Aid			
Med- Pharmaceuticals			
Med- Surgery			
Origami			
Paint or Draw			
Photography & Film			
Pick Lock			
Pick Pocket			
Play Instrument			
Rope Use			
Sculpt			
Sewing			
Stage Magic			
Tattooing			
Tech-			
Tech-			
Tech-			
Tech-			
Tech-			
Tech-			
Traps and snares			
Typing			
Video Manipulation			

GENERAL IP

DATAFORTRESS
20.20

LIFEPATH AND PERSONAL TOUCHES

STYLE

D.O.B.	
Height	
Weight	
Eye Color	
Hair	
Clothes	
Affectations	
Ethnicity	
Language	

Family Background

[illegible]

Father

Mother _____

SIBLINGS

Name	Age	M/F	Name	Age	M/F

MOTIVATIONS

Traits	
Valued Person	
Value Most	
Feel About People	
Valued Possession	

ROMANTIC ENTANGLEMENT

Spouse

Lovers

Name	Age	M/F	Name	Age	M/F

LIFEPATH

[illegible]

Physical or Mental Conditions	
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Notes

[illegible]

Worn

[illegible]

Carried in Purse/Satchel/ Briefcase	Type Of Bag	SP
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[illegible]

Carried in Large Pack	Type Of Bag	SP

[illegible]

Armor

[illegible]

Residence

Location	Type	Size	Monthly Cost
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Notes

Location	Type	Size	Monthly Cost
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Notes

Vehicle

Vehicle	Make:	Model:
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Top Speed:		Acc/Decc	
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Crew:		Range:	
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Passengers:		Cargo:	
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Maneuver:		SDP:	
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SP:		Type:	
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Mass:		Cost:	
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Notes

NOTES

[illegible]

Assets:		Money Carried:	
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COMBAT PAGE

Throw Distance		STR Damage Bonus		BTM		Points Healed Per Day		Death Save (BOD)		Stun Save (Cool)	
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Hand To Hand Combat

Maneuver	Strike/ Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Rem
MA Bonus													
Applicable Style And Level													
Total To Hit													
Damage +													

Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)

WEAPONS

[illegible]

	INITIATIVE + COMBAT	Other Initiative	Reaction
	SENSE	Modifiers	Total (RT)
Initiative	1d20 + SENSE		
Combat	1d20 + COMBAT		
Other Initiative		1d20 + Other Initiative	
Reaction			1d20 + Reaction

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COMBAT SKILLS

Combat Skill	Skill Level	Mods	+ REF
Handgun			
Rifle			
Heavy Weapons			
Archery			
Brawl/Mel /M. Art 1			
M. Art 2			
M. Art 3			
M. Art 4			

COMBAT ACTIONS

[illegible]

Initiative Total		Awareness: Tactical Total	
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LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stun= 0	Stun= 1	Stun= 2	Stun= 3	Stun= 4
MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stun= 5	Stun= 6	Stun= 7	Stun= 8	Stun= 9

Combat Notes:

BASIC LOCATION CHART 1D10

Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6

1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
WOUNDS						
SP/SDP						
2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
WOUNDS						
SP/SDP						
3	R/L Eye/ R/L Ear/	Sternum/ Spine	Elbow	Elbow	Knee	Knee
WOUNDS						
SP/SDP						
4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
WOUNDS						
SP/SDP						
5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
WOUNDS						
SP/SDP						
6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						

(Created and written by Deric Bernier and R.Talsorian Games (with permission) images from Deric Bernier and R.Talsorian Games.)

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